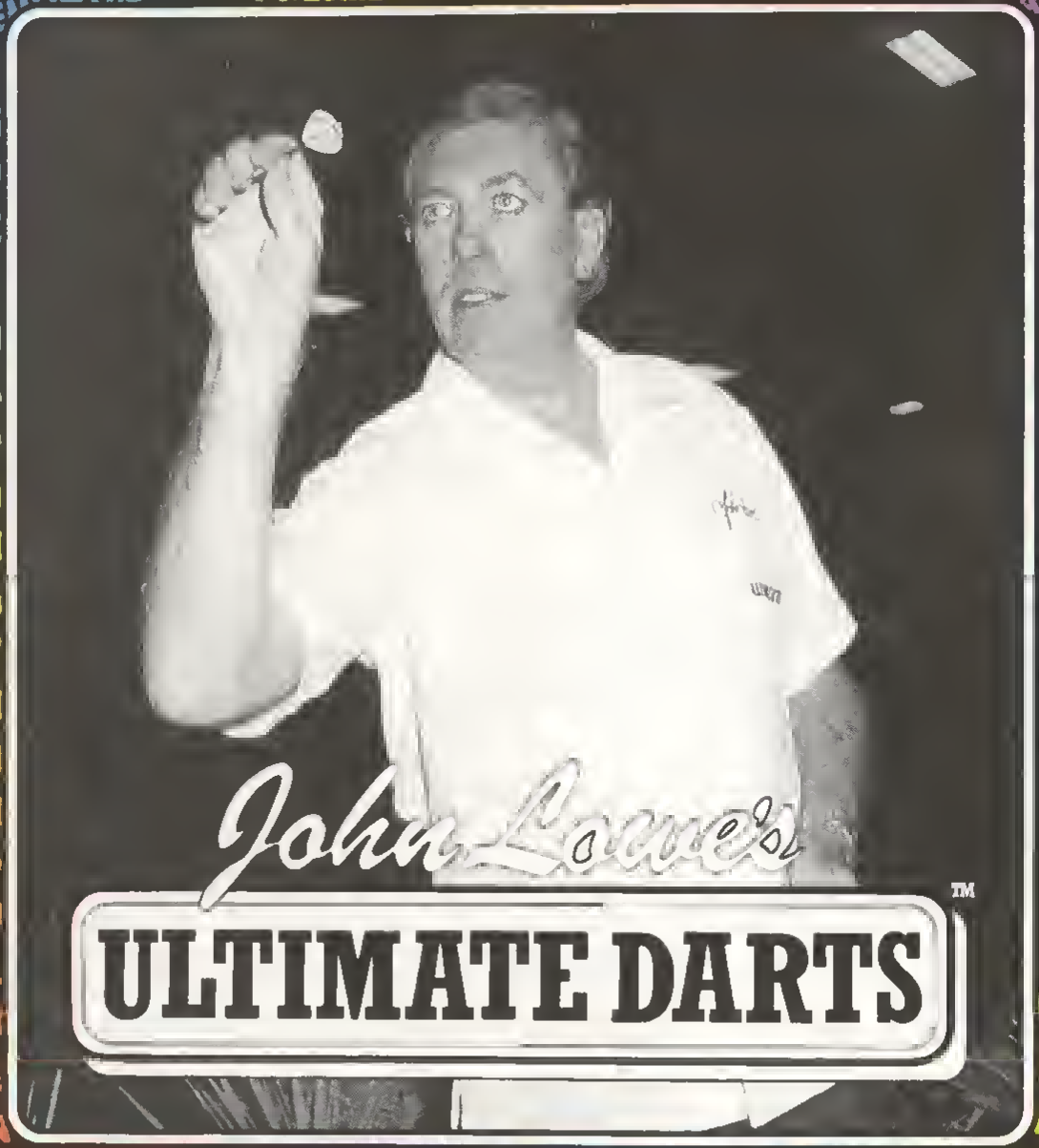
GREMLIN®



INSTRUCTION BOOKLET

JOHN LOWE'S ULTIMATE DARTS ™

LOADING INSTRUCTIONS

CBM 64/128 Cassette

1. Set up your computer os outlined in your user's monuoi.
2. Insert the cossette into the doto recorder, lobel side up.
3. Press **SHIFT** ond **RUN/STOP** keys simultoneously. Press **PLAY** on the cossette recorder.
4. The gome will now lood outomoticolly.
5. Ensure the joystick is connected into port #2.

NOTE: The cassette is duplicated on both sides. Side 1 contoins:– Competitions, Exhibitions ond the Two Player Scoreboord. Side 2 contoins:– Round the Boord, Round the Boord on Doubles, Round the Boord on Trebles, Darts Soccer ond Dorts Cricket. To lood the second side refer to point 3 obove.

CBM 64/128 Disk

1. Set up your computer os outlined in your user's monuol.
2. Insert the disk into the disk drive, lobel side up.
3. Type **LOAD"*",8,1** ond press **RETURN**.
4. The gome will now load outomoticolly.
5. Ensure the joystick is connected into port #2.

Commodore Amiga

1. Switch on your TV/Monitor ond then your computer.
2. Insert the gome disk into drive DFØ or the bullt in disk drive.
3. Ensure the mouse is connected to joystick port #1.
4. The gome will now lood outomoticolly.

Atari ST

1. Insert disk A into the disk drive.
2. Ensure the mouse is connected to joystick port #2.
3. Switch on your TV/Monitor ond then your computer.
4. The gome will now lood outomoticolly. Insert disk B when requested.

INTRODUCTION

Darts, os you may know, is one of the most popular ond widespreod gomes in the world, cloiming millions of ployers in the U.K. olone, ond having devotees in over 40 countries. Ultimote Dorts wos designed to be both o computer orcode gome *ond* o professionol practice utility for ployers ronging from novice through to world class.

Ultimate Darts is unique in being the only game that includes computer aided darts practice, allowing you to play against simulations of the world's top professional players. Over two years have been spent carefully studying the form and style of the masters in real-life competitions, enabling us to provide you with near-perfect imitations to compete against.

There is a wide variety of different darts games to choose from, including....

1. Competitions
2. Exhibitions
3. Two Player Scoreboard
4. Round the Board
5. Round the Board on Doubles
6. Round the Board on Trebles
7. Darts Soccer
8. Darts Cricket

GAME MODE

There are two modes of game-play:–

1. In ARCADE mode, the player uses a mouse (joystick CBM 64/128) to control the darts on a computer-simulated board, playing either against a programmed opponent or against other players (up to 8).

2. In REAL mode, the player plays a game of darts on a real board, entering the scores into the computer. This enables the player to compete in 'real life' against such players as John Lowe or Eric Bristow, or to use the computer as just an automatic scoreboard facility in competitions with other players.

To change between these modes, move the mouse pointer to the ARCADE/REAL icon (press either **A**(rcade) or **R**(eal) CBM 64/128) on the main options-select screen.

When playing in arcade mode, the darts are controlled by the mouse (Joystick in Control Port 2 CBM 64/128).

To move the aiming icon around the board, move the mouse (joystick CBM 64/128) in the direction you require, and then press the left hand mouse button (**FIRE** button CBM 64/128) when you are ready to throw the dart. Only half of the board is displayed at any one time – moving the aiming icon towards the bulls-eye results in the other half of the board being shown.

ADDITIONAL FEATURES CBM 64/128

Sound Set-up

This option allows you to adjust the sound effect of darts hitting the dart board. Due to differences between individual sound chips, the filter settings used in the effect need to be changed from machine to machine to result in the optimum sound.

To implement this feature, press **S** whilst on the main options screen. Use the **+** and **–** keys to increment and decrement the current filter value. To hear the sound, press the **SPACE BAR**. To exit, press **X**.

Abort Game

Pressing **SHIFT** and **F1** together at any time will abort the current game and return you to the main options screen.

ADDITIONAL FEATURES ATARI ST/CBM AMIGA

Disk Options

Clicking on the disk icon results in the disk options screen being displayed. This contoins:–

INPUT NEW NAMES – This option ollows you to input up to 16 nomes for use in the exhlbition section ot the gome. These are then saved to disk tor turther use. On looding, the game orlginolly holds the dota tor ond o digitised photogroph of the top 16 ronked ployers in the world for Jon. '88, but subsequently these will be reploced by your 'top 16'. To recover the originol list or to chonge the ronkings oround you will need to re-enter the nomes of the professionols. These ore:–

John Lowe	Terry Odeo
Eric Bristow	Alon Glozier
Mike Gregory	Ritchie Gordener
Bob Anderson	Peter Lock
Dove Whitcombe	Tony Poyne
Jocky Wilson	Roy Forrell
Cliff Lozorenko	Bob Sinnaeve
Keith Deller	Ceri Morgon

LOAD COMP – This option on the competition select screen ollows you to lood o previously soved gome from disk (see poge 4).

NUMBER OF PLAYERS – Clicking on the 'number of ployers' icon increoses the number ot ployers recognised by the computer in the competitions section.

GAMEPLAY

Arcade Skill Level

To odjust the level of skill in the orcode sections, click on the 'level' icon (use the + ond – keys CBM 64/128) on the moin options screen.

Games

All these gomes ore of similor type, being the usuol counting down from 301, 501 or 1001 ond finishing on o double or o bulls-eye (except competitions, which ore ONLY ployed from 501 down).

Eoch gome teotures

- Disploys the highest finish by o ployer.
- Disploys the quickest finish by o ployer.
- Text Commentory.
- Recoll ond chonge ot lost score.
- Illegol entry of scores check.
- Illegol entry of scores on finishing check.
- Precise colculotion ot 3-dort overoges.

Scoring

To score whilst ploying these gomes in REAL mode, enter your score using the number keys (0 – 9) when it is your turn to throw. Any of the numbers moy be deleted using the **DELETE** key (**INST/DEL** key CBM 64/128).

When the score is correct, press the **RETURN** key and the score will be displayed on the screen in text format. If your score is 0 or you 'go bust' (score too many), pressing **RETURN** on its own will result in the message 'NO-SCORE!'.

To change the previous score in the case of an incorrect entry, you must wait until your next throw. When asked to enter your throw score, press the **L** key instead. You will then be given the option of changing your last entered score. After changing this, the computer will ask you to enter the current score as per normal (CBM 64/128 only).

All ARCADE scoring is done automatically by the computer.

Remember, all games must be finished on a double or the bulls-eye. Thus if you have 32 left to score, you should aim for the double 16. If a single 16 is hit instead then you should aim for a double 8, and so on. The bulls-eye scores 50 points.

GAME 1 – COMPETITIONS

Up to 8 external players can take part in the line-up of 16 players in each of the 5 different competitions.

Press **1 – 5** to select the level of competition, from novice to world class.

Each competition has a certain number of legs and sets necessary to win each round. These are shown in the table below:–

COMPETITION	SETS TO WIN ROUND				LEGS TO WIN EACH SET
	ROUND 1	ROUND 2	SEMI-FINAL	FINAL	
Novice	1	1	2	2	2
Pub	1	2	2	3	2
Town	2	2	3	5	2
Country	2	3	4	7	3
World	2	3	4	6	3

After selecting a level, enter the number of external players and then their name(s) when instructed, using any of the keyboard characters (and **DELETE** when necessary!), (**INST/DEL** CBM 64/128) and then press **RETURN** to enter them.

At the end of each round, providing there is at least 1 external player remaining in the competition, the following options are available:–

1. Continue Game 2. Save Game 3. Quit Game

Saving a Game Atari ST/CBM Amiga

If you decide to save the game, make sure you have a blank disk in the drive before executing the save command.

Saving a Game CBM 64/128

If you decide to save the game, make sure you have a blank cassette tape in the data recorder before executing the save command. *Note that both the tape and disk versions save the competition to tape..*

Load Latest Names (CBM 64/128 Only)

Fram the campetitian select screen yau can laad the 16 currently tap ranked players in the world and the thrawing data needed ta simulate them. On laading, the game originally holds the rankings far Jan. '87, but using this tacility loads the rankings tar Jan. '88.

Load Old Game (CBM 64/128 Only)

This aptian an the competitian select screen allaws yau ta laad a previausly soved game fram cassette.

NB: All laad ar save aperatians can be abarted at any time by pressing the **RUN/STOP** key.

GAME 2 – EXHIBITION

Yau can play an exhibitian match against any at the tap 16 warld ranked players, or against the computer apponent, choosing how many legs per set and haw many sets yau wish ta play.

The computer appanent plays a ridiculausly gaad game at darts, (better than anyane in the world in tact!!), having a treble hitting capabilty af 45% and a dauble hitting capability af 55%. The warld's best players average oround 37% treble hitting capability and 50% dauble hitting copablility.

GAME 3 – TWO PLAYER SCOREBOARD

This optian allows twa peaple to play against each ather in either REAL ar ARCADE mode. Player 1 always thraws tirst an the first game whereas the first player is chasen at rondam in subsequent games.

GAME 4 – ROUND THE BOARD.

The aim af the game is to hit all the singles 1 – 20 cansecutively ond then hit either the bulls-eye ance ar the twenty-five circle twice (in the same ga) ta finish.

A dauble under 11 (e.g. 1 – 10) doubles the number yau are an. For instance, if yau are an 4 and yau hit the dauble 4, yaur next shot will be tar the 9 (4×2+1=9). When you reach 20, you either have to hit the first double you hit on the way up (if it was belaw 11), ar (if na dauble below 11 was hit) the dauble 20 betore yau are allowed ta try far the bulls-eye ar the twenty-five circle ta win the game.

GAME 5 – ROUND THE BOARD ON DOUBLES

This is similar ta round the baard except that yau ga araund the baard hitting the DOUBLES 1 – 20, olso finishing an either the bull or twa hits in the twenty-five circle in the same thraw.

GAME 6 – ROUND THE BOARD ON TREBLES

Again as abave, but gaing araund hitting the trebles.

GAME 7 – DARTS SOCCER

In this game, yau have ta autscare your appanent in arder ta gain possession af the ball. It yau continue to autscore the other player, yau mave up the pitch and eventually scare o gaal. It nat, the other player goins passessian.

If you are attacking the goal and you throw the same score as your opponent, a penalty will be given. To score a goal from a penalty involves beating the score set by the computer. There are ten penalty levels to choose from on the initial set-up page of the game. If you are playing in REAL mode, enter the scores in the same way as the previous games.

GAME 8 – DARTS CRICKET

Darts Cricket involves scoring as many points (runs) as possible before being bowled out by your opponent.

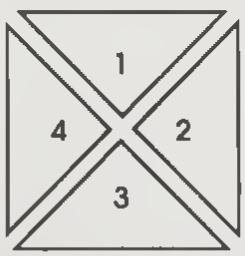
The player bowling has to aim at the bulls-eye. Each bull hit bowls out two men, while the twenty-five circle bowls out just one. The player batting has an innings of 11 men, playing each man in turn until they are bowled out.

When the scoreboard is being displayed, a picture of a bat, or a ball is also shown, a bat meaning that the player about to throw is batting, a ball meoning that it is the batters' turn to play.

Note that in REAL mode, the computer will not allow you to take more than 6 wickets in any one throw, since three bulls-eyes count as 6 wickets. There is also on illegal scores entry check when batting.

ARCADE MODE HINTS AND TIPS

When playing in arcade mode, the aiming icon moves in one of four random triangular motions, as shown below.



So if you are aiming at the double 11, the aiming sequence that would be best for the shot is number 4. If aiming for the double 6 then sequence number 2 is the most effective. Similarly, sequences 1 & 3 are the best for a treble 20.

There are also deflections programmed into the game. Two darts landing in the same place will cause the second one to bounce off the board. Therefore when attempting to get three darts in a treble, make sure that you aim for an available space or else one is likely to be deflected.

There is a short delay before you can throw the dart after you have moved the aiming icon around the board. This is to prevent cheating by moving and then throwing instantly, always hitting the target you are aiming at. Pressing **FIRE** during this delay will result in you 'pulling' the dart wide of the target.

To add more pressure to the game, there is an auto-shoot delay built in. If you take too long a time aiming the dart, the computer throws the dart for you, resulting probably in a miss.

The four skill settings in the ARCADE mode relate to the movement of the aiming icon. The icon moves at two different speeds, and the higher the skill level, the greater the ratio between the faster and slower movements. Also, raising the skill level increases the probability of the dart being deflected or bouncing out.

"John Lowe uses and recommends Unicorn Darts."

unicorn group

GREMLIN®

Worldwide representation: Peter Johnson Associates
Tel: 01 785 3622
Fax: 01 785 4568

© 1989 GREMLIN GRAPHICS SOFTWARE LIMITED. All rights reserved.

GREMLIN GRAPHICS SOFTWARE LIMITED, ALPHA HOUSE, 10 CARVER STREET, SHEFFIELD. S1 4FS.
Tel: (0742) 753423. Fax: (0742) 768581.

Copyright subsists an this pragram. Unautharised braadcasting, diffusian, public perfarmance, copying ar re-recarding, hiring, leasing, renting and selling under any exchange ar repurchase scheme in any manner is strictly prahibited.

COPYING OF THIS PROGRAM IS ILLEGAL AND MAY RENDER THE PARTIES LIABLE TO PROSECUTION.

If you encaunter any difficulty laading ar playing Jahn Lawe's ULTIMATE DARTS, call us an 0742 753423 between 2.00 p.m. and 4.00 p.m. (GMT) Manday ta Friday and we will be happy ta answer any query yau have.

COMING SOON!!

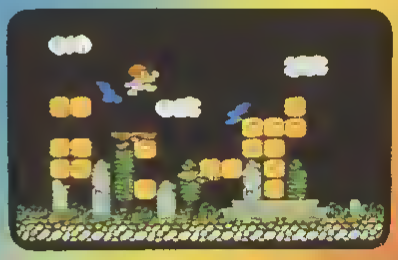
Greg Norman's Ultimate Golf™

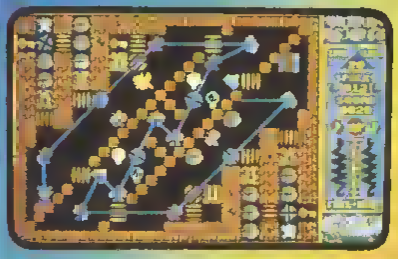
- Filled realistic 3D terrain.
- Trees, bushes, bunkers, water, raugh land – in fact all the features af a real galf caurse.
- Replay feature, camputerised 'caddy', prafessianal galf bag with chaice af 17 clubs.

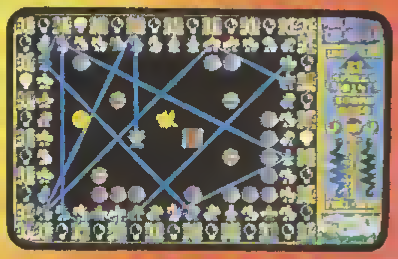
A REAL MUST FOR ALL SPORTS ENTHUSIASTS.

WATCH OUT FOR THESE EXCITING NEW RELEASES FROM GREMLIN

AXEL'S MAGIC™ HAMMER
Using the power of Axel's Magic Hammer travel eight mystical lands covering 200 screens. Available on: Atari ST and Amiga.



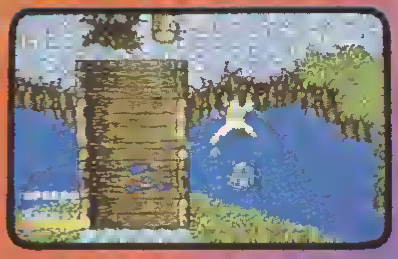


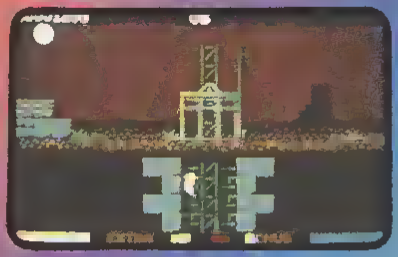


MINDBENDER™
Enter the Magical Warld af Mindbender. A warld full af Mystical Pawers beyond human expectatians. Available an: Atari ST, Amiga and IBM PC.

GREMLIN®

SKIDZ™
On yaur BMX ar skateboard the streets are a challenge to be canquered. Available an. Atari ST and Amiga.





SWITCHBLADE™
Re-assemble the shattered Fireblade before taking an Havoc ta avenge the death af yaur people. Available an: Atari ST and Amiga.

GREMLIN GRAPHICS SOFTWARE LIMITED, ALPHA HOUSE, 10 CARVER STREET, SHEFFIELD S1 4FS. TEL: (0742) 753423